

# Substrate 区块链应用开发

## Runtime 宏介绍

---

孙凯超

kaichao@parity.io

获取帮助: <https://substrate.io>

# 内容

---

- Rust 宏
- Runtime 常用的宏
- cargo expand
- 其它宏

# Rust 宏

---

宏 (Macro) 是一种元编程的方式, 常见的还有 Java 里的反射, Rust 提供了两种宏:

- 声明宏
- 过程宏

<https://doc.rust-lang.org/book/ch19-06-macros.html>

# Substrate 为什么使用宏

---

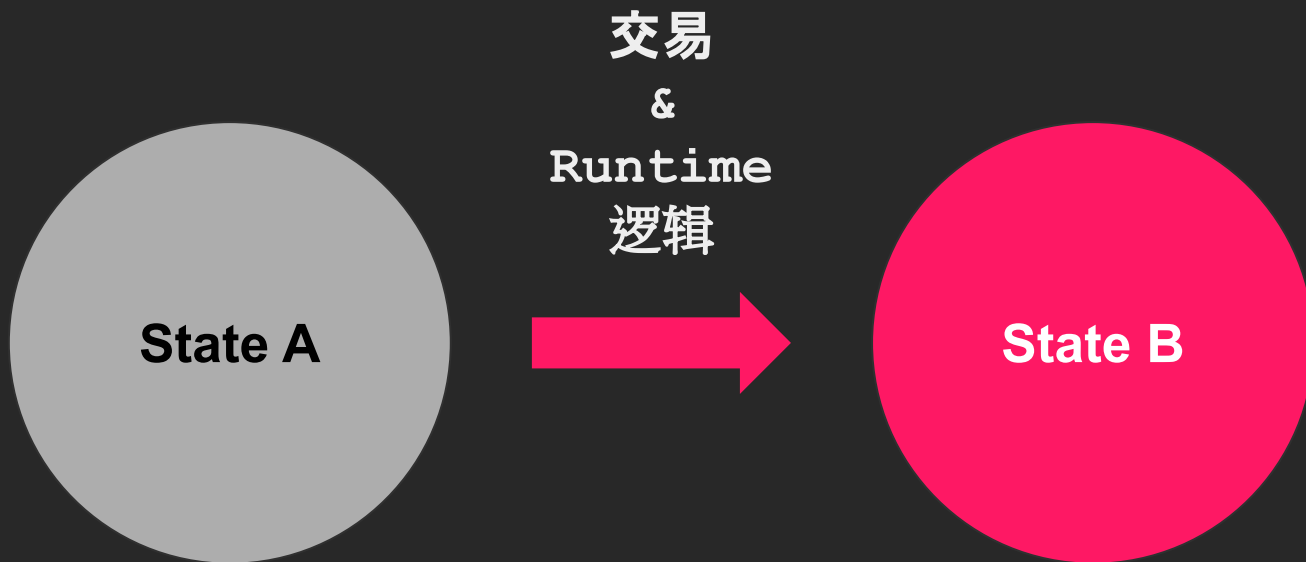
为了简化 Runtime 的开发, Substrate 使用宏建立了一套 DSL (Domain Specific Language), 设计合理的DSL可以:

- 很好的被用户理解
- 代码更加简洁, 提升效率
- 解放应用开发者, 只需实现业务组件



# Substrate Runtime 定义

---



# Substrate Runtime 定义

内置的模块也称为  
**Pallet** (调色板)

Substrate Module			
assets	babe	balances	collective
contract	democracy	elections	grandpa
indices	grandpa	indices	membership
offences	session	staking	sudo
system	timestamp	treasury	and more...

# Runtime 模块的组成

---

使用Substrate进行 Runtime 模块开发的过程中, 常用到的宏有:

- `decl_storage` 定义存储单元
- `decl_module` 包含可调用函数
- `decl_event` 事件
- `decl_error` 错误信息
- `construct_runtime` 添加模块到 Runtime

# decl\_storage

---

不管是 web2.0 传统的互联网应用，还是采用区块链技术的 web3.0 应用，关键数据都需要存起来。

decl\_storage宏，就是用来定义 runtime 模块的存储单元。



# decl\_storage 例子

---

/// The pallet's configuration trait.

```
pub trait Trait: system::Trait {  
    /// The overarching event type.  
    type Event: From<Event<Self>> + Into<<Self as system::Trait>::Event>;  
}
```

// This pallet's storage items.

```
decl_storage! {  
    trait Store for Module<T: Trait> as TemplateModule {  
        Something get(fn something): Option<u32>;  
    }  
}
```

# decl\_storage 例子

---

/// The pallet's configuration trait.

```
pub trait Trait: system::Trait {  
    /// The overarching event type.  
    type Event: From<Event<Self>> + Into<<Self as system::Trait>::Event>;  
}
```

// This pallet's storage items.

```
decl_storage! {  
    trait Store for Module<T: Trait> as TemplateModule {  
        Something get(fn something): Option<u32>;  
    }  
}
```

# decl\_storage 例子

/// The pallet's configuration trait.

```
pub trait Trait: system::Trait {  
    /// The overarching event type.  
    type Event: From<Event<Self>> + Into<<Self as system::Trait>::Event>;  
}
```

// This pallet's storage items.

```
decl_storage! {  
    trait Store for Module<T: Trait> as TemplateModule {  
        Something get(fn something): Option<u32>;  
    }  
}
```

数据类型:

- 单值
- 映射
- 双键映射

# decl\_module

---

区块链的链上状态变化由交易触发，Substrate 不仅支持自定义的存储数据结构，还支持自定义的交易，例如转账、注册身份、投票等等，也叫做 extrinsic 外部交易。

decl\_module 用来定义模块里可调用函数，每一个外部交易都会触发一个可调用函数，并根据交易体信息也就是函数参数，更新链上状态。

# decl\_module 例子

---

```
decl_module! {  
    pub struct Module<T: Trait> for enum Call where origin: T::Origin {  
        type Error = Error<T>;  
        fn deposit_event() = default;  
  
        #[weight = 10_000]  
        pub fn do_something(origin, something: u32) -> dispatch::DispatchResult {  
            // -- snip --  
            Something::put(something);  
            Self::deposit_event(RawEvent::SomethingStored(something, who));  
            Ok()  
        }  
    }  
}
```

# decl\_module 例子

```
decl_module! {  
    pub struct Module<T: Trait> for enum Call where origin: T::Origin {  
        type Error = Error<T>;  
        fn deposit_event() = default;  
  
        #[weight = 10_000]  
        pub fn do_something(origin, something: u32) -> dispatch::DispatchResult {  
            // -- snip --  
            Something::put(something);  
            Self::deposit_event(RawEvent::SomethingStored(something, who));  
            Ok()  
        }  
    }  
}
```

# decl\_module 例子

```
// -- snip --
#[weight = 10_000]
pub fn cause_error(origin) -> dispatch::DispatchResult {
    // -- snip --
    match Something::get() {
        None => Err(Error::::NoneValue)?,
        Some(old) => {
            let new = old.checked_add(1).ok_or(Error::::StorageOverflow)?;
            Something::put(new);
            Ok(())
        },
    }
}
```

# decl\_module

---

Runtime 模块里存在保留函数, 除了 deposit\_event 之外, 还有:

- on\_initialize, 在每个区块的开头执行;
- on\_finalize, 在每个区块结束时执行;
- offchain\_worker: 开头且是链外执行, 不占用链上的资源;
- on\_runtime\_upgrade: 当有 runtime 升级时才会执行, 用来迁移数据。



# decl\_event

---

区块链是一个异步系统, runtime 通过触发事件通知交易执行结果。

```
decl_event!(  
    pub enum Event<T> where AccountId = <T as system::Trait>::AccountId {  
        SomethingStored(u32, AccountId),  
    }  
);
```

```
// -- snip --
```

```
Self::deposit_event(RawEvent::SomethingStored(something, who));
```

# decl\_error

---

```
decl_error! {  
    pub enum Error for Module<T: Trait> {  
        /// Value was None  
        NoneValue,  
        /// Value reached maximum and cannot be incremented further  
        StorageOverflow,  
    }  
}
```

# decl\_error

---

可调用函数里的错误类型,

- 不能给它们添加数据;
- 通过 metadata 暴露给客户端;
- 错误发生时触发system.ExtrinsicFailed 事件, 包含了对应错误的信息。

# construct\_runtime 加载模块

---

```
impl template::Trait for Runtime {  
    type Event = Event;  
}
```

```
construct_runtime!(  
    pub enum Runtime where  
        Block = Block,  
        NodeBlock = opaque::Block,  
        UncheckedExtrinsic = UncheckedExtrinsic  
    {  
        // -- snip --  
        TemplateModule: template::{Module, Call, Storage, Event<T>},  
    }  
);
```

# cargo expand

---

将宏里的代码展开，得到 Rust 的标准语法。

<https://github.com/dtolnay/cargo-expand>

<https://github.com/kaichaosun/play-substrate/blob/master/pallets/template/expanded.rs>

## 其它宏

---

`decl_runtime_apis` & `impl_runtime_apis`, 定义runtime api:

<https://substrate.dev/recipes/3-entrees/runtime-api.html>

[https://substrate.dev/rustdocs/master/sp\\_api/macro.decl\\_runtime\\_apis.html](https://substrate.dev/rustdocs/master/sp_api/macro.decl_runtime_apis.html)

[https://substrate.dev/rustdocs/master/sp\\_api/macro.impl\\_runtime\\_apis.html](https://substrate.dev/rustdocs/master/sp_api/macro.impl_runtime_apis.html)

`runtime_interface`, 定义在 runtime 里可以调用的 Host 提供的函数:

[https://substrate.dev/rustdocs/v2.0.0-alpha.8/sp\\_runtime\\_interface/attr.runtime\\_interface.html](https://substrate.dev/rustdocs/v2.0.0-alpha.8/sp_runtime_interface/attr.runtime_interface.html)

## 多实例模块

---

Substrate 的模块在 runtime 里可以有多个实例，例如，可以添加多个内置的 `collective` 模块实例，分别用来表示理事会和技术委员会，来实现复杂的治理模型。

## 多实例模块 - 例子

---

```
pub trait Trait<I: Instance = DefaultInstance>: frame_system::Trait {  
    type Event: From<Event<Self, I>> + Into<<Self as  
frame_system::Trait>::Event>;  
}  
  
decl_storage! {  
    trait Store for Module<T: Trait<I>, I: Instance=DefaultInstance> as Collective {  
        // -- snip --  
    }  
}
```



# 多实例模块 - 例子

---

```
decl_module! {  
    pub struct Module<T: Trait<I>, I: Instance = DefaultInstance> for enum Call  
    where origin: T::Origin {  
        // -- snip --  
    }  
}
```

## 多实例模块 - 例子

```
decl_event!(
    pub enum Event<T, I: Instance = DefaultInstance> where
        <T as frame_system::Trait>::AccountId,
    {
        // -- snip --
    }
);

decl_error! {
    pub enum Error for Module<T: Trait<I>, I: Instance> {
        // -- snip --
    }
}
```

# 多实例模块 - 例子

```
type CouncilCollective = pallet_collective::Instance1;
impl pallet_collective::Trait<CouncilCollective> for Runtime {
    // -- snip --
}

construct_runtime!(
    pub enum Runtime where
        Block = Block,
        NodeBlock = node_primitives::Block,
        UncheckedExtrinsic = UncheckedExtrinsic
    {
        Council: pallet_collective::<Instance1>::{Module, Call, Storage, Origin<T>, Event<T>,
Config<T>},
    };
```

# Questions?

---

官网文档: [substrate.io](https://substrate.io)

知乎专栏: [parity.link/zhihu](https://parity.link/zhihu)

[kaichao@parity.io](mailto:kaichao@parity.io)

weixin415148673